

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A method for previewing the result of a function's application to an object using a processing system comprising a pointing device and a display displaying a movable pointer controlled by the pointing device, the method comprising the steps of:

storing the object and function in the system;

displaying an icon representing the function on the display;

outputting a preview generated by applying the function to the object when the pointer is moved onto the icon for a period of time, wherein the function applies an effect to the object; and

replacing the object with the result of the function's application to the object when an event is triggered.

2. (Original) The method as claimed in claim 1 wherein the object is a multimedia object.

3. (Original) The method as claimed in claim 2 wherein the object is an image or a layer.

4. (Original) The method as claimed in claim 2 wherein the object is a video.

5. (Original) The method as claimed in claim 2 wherein the object is a sound.

6. (Cancelled)

7. (Currently Amended) The method as claimed in claim ~~6~~1 wherein the function applies an image effect to the object.

8. (Currently Amended) The method as claimed in claim ~~6~~1 wherein the function applies a video effect to the object.

9. (Currently Amended) The method as claimed in claim ~~6~~1 wherein the function applies a sound effect to the object.

10-11. (Cancelled)

12. (Currently Amended) The method as claimed in claim ~~11~~1 wherein the pointing device is a mouse.

13. (Cancelled)

14. (Original) The method as claimed in claim 1 wherein the preview is output by the display.

15. (Original) The method as claimed in claim 1 wherein the processing system further comprises a speaker by which the preview is output.

16. (Original) The method as claimed in claim 1 further comprising the step of:

terminating outputting the preview when the pointer is moved out of the icon.

17. (Original) The method as claimed in claim 1 wherein the application result replacing the object is the preview.